CLAIMS

What is claimed is:

1.   A story interactive grammar teaching system running over a computer executable hardware platform for foreign language grammar learning, monitoring its procedure, and using a multimedia file to complete a foreign language grammar training job for a user, which system comprises:

an animation database, which stores at least one animation file linking with other relevant file sets and sends out a monitoring signal when a user enters the system, the animation database including:

a grammar database, which stores at least one grammar file and a plurality of fields for interlinks;

a script database, which stores at least one script file and a plurality of fields for interlinks;

a practice problem database, which stores at least one practice problem file and a plurality of fields for interlinks;

a multimedia database, which stores at least one multimedia file and a plurality of fields for interlinks; and

a central control module, which receives and processes commands, accesses files in the animation database, and, when the monitoring signal is received, accesses a file according to the received monitoring signal.

2.   The system of claim 1, wherein the animation database stores an animation database structure table which includes at least a grammar unit, an animation file, and an animation practice problem.

3. The system of claim 2, wherein the animation file further includes at least an animation object and an animation content.

4. The system of claim 3, wherein the animation object further includes a set of picture files, a set of sound files, and a set of text files.

5. 5. The system of claim 3, wherein the animation content further includes a set of rule contents and example sentences, a set of practice problems and solutions, and a story.

6. The system of claim 1, wherein the grammar database stores a grammar database structure table which includes at least:

a grammar chapter, which provides two fields for a grammar chapter number
10 and a grammar chapter title;

a grammar unit, which provides two fields for a grammar unit number and a grammar unit title;

a grammar rule, which provides three fields for a grammar rule number and a grammar rule, and a grammar rule address; and

15 a grammar example sentence, which provides three fields for a grammar example sentence number, a grammar example sentence content, and a grammar example sentence address.

7. The system of claim 6, wherein the grammar database structure table in the grammar database performs pointer linking according to the order of the grammar chapters,
20 the grammar units, the grammar rule contents, and the grammar example sentences.

8. The system of claim 1, wherein the script database stores a script database structure table which includes at least:

a grammar unit, which provides two fields for a grammar unit number and a

grammar unit title;

a script serial number, which provides two fields for a script number and a script title; and

a script content, providing two fields for a story number and a story title.

5   9.   The system of claim 8, wherein the script database structure table in the script database performs pointer linking according to the order of the grammar units, the script serial numbers, and the script contents.

10. The system of claim 1, wherein the practice problem database stores a practice problem database structure table which includes at least:

10   a grammar unit, which provides two fields for a grammar unit number and a grammar unit title;

an animation practice problem, which provides five fields for an animation practice problem number, an animation practice problem content, an animation practice problem address, an animation practice problem solution content, and

15   an animation practice problem solution address; and

a test problem, which provides five fields for a test problem number, a test problem content, a test problem address, a test problem solution content and a test problem solution address.

11. The system of claim 10, wherein the practice problem database structure table in the

20   practice problem database performs pointer linking according to the order of the grammar units, the animation practice problems, and the animation practice problem solutions, the grammar units, the test problems, and the test problem solutions.

12. The system of claim 1, wherein the multimedia database stores a multimedia database structure table which includes at least:

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a grammar unit, which provides two fields for a grammar unit number and a grammar unit title;

a picture file, which provides five fields for a picture file number and a picture file address;

5 a sound file, which provides two fields for a sound file number and a sound file address; and

a text file, which provides two fields for a text file number and a text file address.

13. The system of claim 12, wherein the multimedia database structure table in the multimedia database performs pointer linking according to the order of the grammar units, 10 the picture file numbers, the picture file addresses, the grammar units, the sound file numbers, the sound file addresses, the grammar units, the text file numbers, and the text file addresses.

14. The system of claim 1, where in the computer executable hardware platform is selected from the group consisting of a PC (Personal Computer), an NB (Notebook), a PDA (Personal Digital Assistant), and a mobile phone.

15 15. The system of claim 1, wherein the system runs over an electronic platform in communications with a network.

16. A story interactive grammar teaching method running over a computer executable hardware platform for foreign language grammar learning, using an interactive grammar teaching system to monitor its procedure, and using a multimedia file to complete a foreign 20 language grammar training job for a user, which method comprises the steps of:

establishing an animation database and at least one animation file;

receiving a command input from the user; and

executing the command using the interactive grammar teaching system.

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17. The method of claim 16, wherein the step of establishing an animation database and at least one animation file further includes the steps of:

establishing a grammar database and at least one relevant data;

establishing a script database and at least one relevant data;

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establishing a practice problem database and at least one relevant data;

establishing a multimedia file database and at least one relevant data;

making an animation file; and

integrating data in the four databases using a central control module and processing their interlinking relations.

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18. The method of claim 16, wherein the step of executing the command using the interactive grammar teaching system further includes the steps of:

calling a grammar unit in the grammar database according to the command;

pointing to the animation file in the animation database using a pointer of the grammar unit and playing the animation file;

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determining whether a next animation file needs to be played;

opening an animation practice problem in a practice problem database and performing immediate animation practices;

determining whether immediate practices need to be performed; and

opening a test problem in a practice problem database and performing

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immediate tests.

19. The method of claim 16, wherein the computer executable hardware platform is

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selected from the group consisting of a PC (Personal Computer), an NB (Notebook), a PDA (Personal Digital Assistant), and a mobile phone.